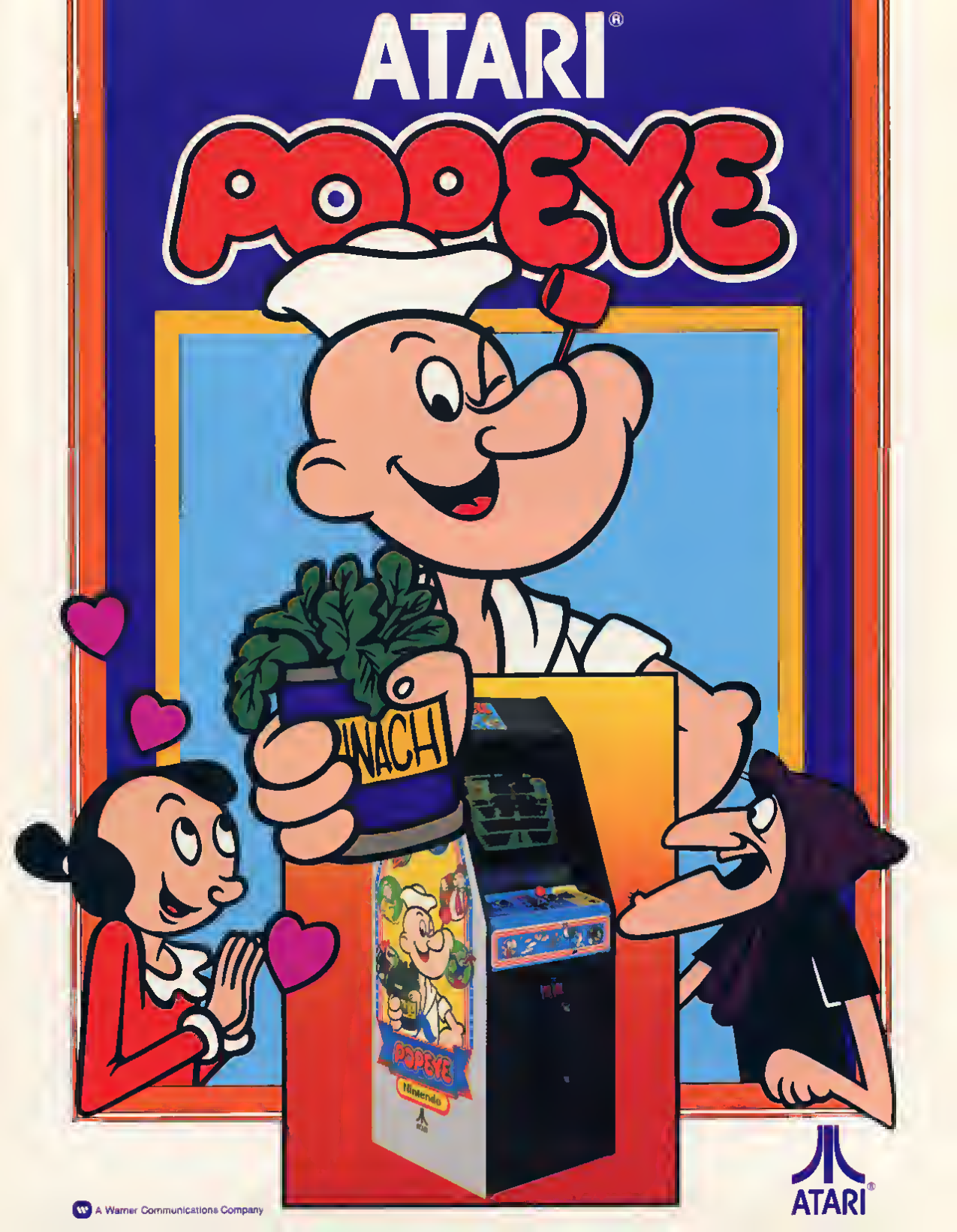
ATARI®
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SPINACH
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You'll See Knockout Profits When Popeye Knocks Out Brutus!

Popeye™* is a video challenge the whole family will enjoy. The popular cartoon characters come alive in this great new coin video game from Atari®. Players will laugh as Popeye grabs his spinach and knocks Brutus into the water, or as Wimpy eats his hamburger and waits for Popeye to jump on his teeter-totter. Olive Oyl, Brutus, Wimpy, Sweet Pea, even the old sea hag add to the player's fun and to your profits.

The first challenge for Popeye is to catch hearts that Olive Oyl drops from her platform at the top of the screen. Popeye must catch enough hearts to fill up the squares on the side of his house.

While Popeye is busy trying to catch the hearts, he must also avoid Brutus and the old sea hag. Brutus tries to prevent Popeye from catching the hearts, by punching him or knocking him into the water, or by throwing bottles at him. The old sea hag also throws bottles. Popeye can fight back by punching the bottles. When he can, Popeye grabs a can of spinach. As he does this, he turns pink and the Popeye theme song begins. As long as the song plays, Popeye can punch Brutus.

The second challenge for Popeye is to catch musical notes that fall from a flute that Olive is playing. There is a blank musical phrase at the top of the screen which is filled in as Popeye catches the notes. As soon as the musical phrase is complete, Popeye can move on to his third challenge.

The third challenge finds Popeye and Olive on a sailing vessel. Olive is being held prisoner at the top and she cries "HELP". As the word leaves her lips, the letters begin to drop to the lower decks where Popeye is waiting to catch them.

Joining the fray on the sailing vessel is a vulture who swoops down on Popeye, knocking him into the water. Popeye can punch the vulture, but he has to be very fast, especially since Brutus and the old sea hag are still throwing bottles at him.

Controls. The player controls Popeye with a 4-position joystick. The Punch button helps Popeye defend himself from flying bottles, and when he has eaten his spinach, allows him to knock Brutus out.

Operator Options.

Game Difficulty. 4 different operator-selectable settings, from Easy to Hard.

Game Lives. Operators may select 1, 2, 3, or 4 Popeye lives per game.

Bonus Levels. A Bonus Popeye may be awarded at 40,000 points, at 60,000 points, or at 80,000 points, or the operator may choose No Bonus.

Self-Test. Self-Test allows the operator to check the game computer functions.

Coin Modes. There are 8 different coinage modes available, plus Free Play.

Music. A new feature allows operators to choose Music or Silence in the attract mode.

Dimensions. Height: 67", 170.2 cm.; Width: 24", 61 cm.; Depth: 27", 68.6 cm.; Weight: 205 lbs., 93 kg.

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